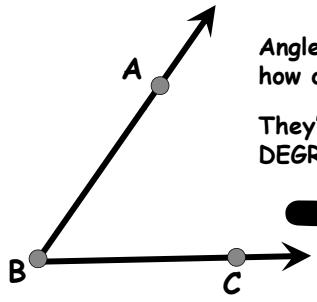
2.2
POOLROOM MATH

Measurement of Angles

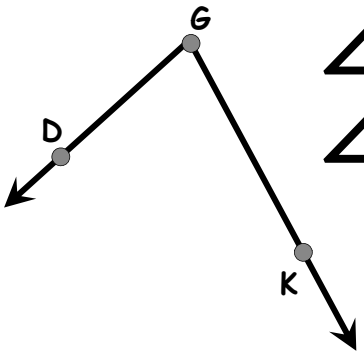


Angles are measured on how open they are.

They're measure by DEGREES.

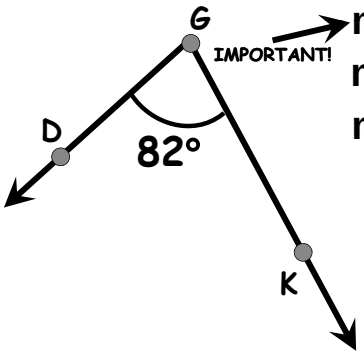
70°

Naming an Angle



∠DGK
∠KGD
∠G

Naming the measurement of an angle



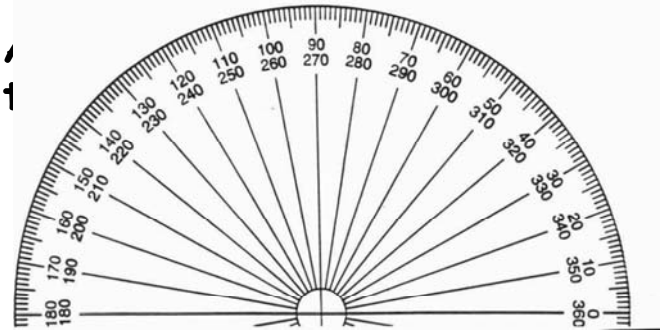
IMPORTANT!

m∠DGK = 82°
m∠KGD = 82°
m∠G = 82°

Terms to Know

Full Turn → 360°
Half Turn → 180°
$\frac{1}{4}$ Turn → 90°
1/8 Turn → 45°

Measuring Angles



USING A PROTRACTOR TO DRAW AND MEASURE ANGLES

With your protractors, make the following angles:

1) 40°
2) 130°
3) 95°
4) 25°

2.3

WHAT'S A WIDGET (DEFINITIONS)

WRITING YOUR DEFINITIONS

1) Precise
2) Avoid ambiguous terms (some, about, small...)
3) Make sure can't make a counterexample of the definition

SPECIAL WAY OF WRITING DEFINITIONS

If...then.... (CONDITIONAL)

Very good definitions can have the form of a <u>BICONDITIONAL</u>, a conditional that can be reversed and still is true.

SPECIAL WAY OF WRITING DEFINITIONS

Example of a biconditional:

If a polygon is a hexagon, then it has 6 sides.

If a polygon has 6 sides, then it is a hexagon.

INVESTIGATION

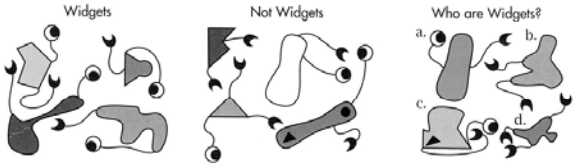
PG 88

Example B

Study the information, then identify which creatures in the last group are Orks.

Investigation 2.3.1

1. Which creatures in the last group are Widgets? What makes a Widget a Widget?



2. Which creatures in the last group are Zoids? What makes a Zoid a Zoid?

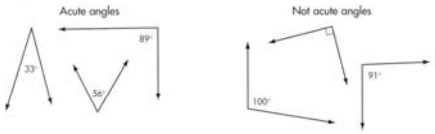
CLASSWORK IN GROUPS

Investigation 2.3.2
Pg 90-91 #1-5

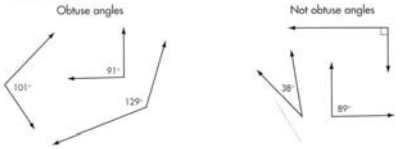
1.* Define *right angle.*

Note: A small square in the corner of an angle indicates that it measures 90°.

2.* Define *acute angle.*



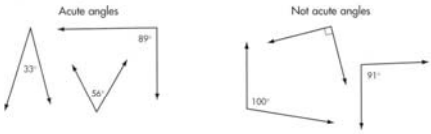
3. Define *obtuse angle.*



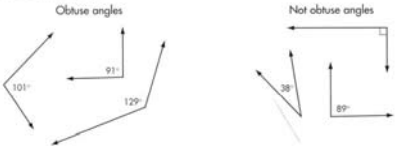
1.* Define *right angle.*

Note: A small square in the corner of an angle indicates that it measures 90°.

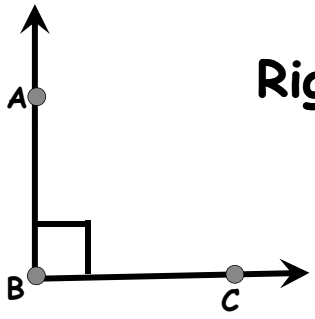
2.* Define *acute angle.*



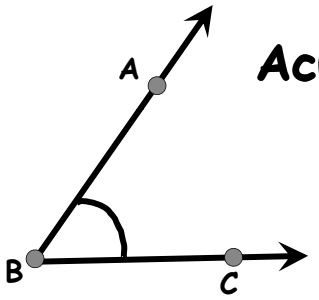
3. Define *obtuse angle.*



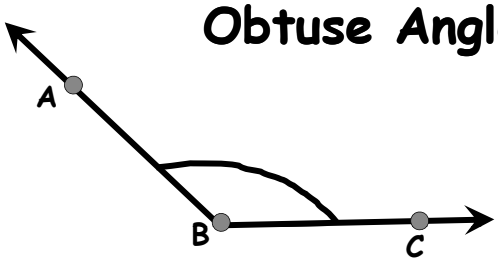
Right Angle



Acute Angle

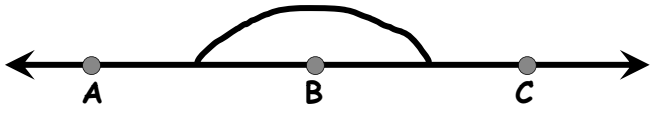


Obtuse Angle



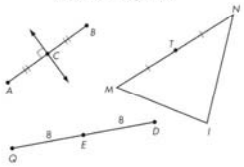
Straight Angle

An angle that's exactly 180°



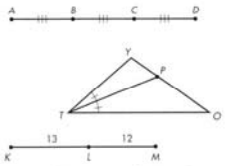
4. Define *midpoint of a segment.*

Midpoints of segments



Point *C* is a midpoint of segment *AB*.
Point *T* is a midpoint of segment *MN*.
Point *E* is a midpoint of segment *QD*.

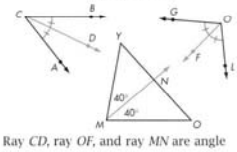
Not midpoints of segments



Points *B* and *C* are not midpoints of segment *AD*.
Point *P* is not a midpoint of segment *OY*.
Point *L* is not a midpoint of segment *KM*.

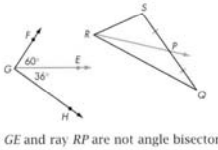
5. Define *angle bisector.*

Angle bisectors



Ray *CD*, ray *OF*, and ray *MN* are angle bisectors.

Not angle bisectors



Ray *GE* and ray *RP* are not angle bisectors.

Midpoint of a segment

Angle Bisector